

IN THE CLAIMS:

1. (previously withdrawn) A method for programming an interactive device using a web server, wherein the interactive device has a processor and a memory for receiving programming signal from the web server to control the interactive device, comprising the steps of:
 - inquiring a purchaser for preference profile information;
 - receiving a response to the preference inquiry;
 - determining an initial character pattern for the interactive device based on the received response from the purchaser; and
 - selecting a control module corresponding to the determined character pattern for the interactive device.
2. (previously withdrawn) The method according to claim 1, further comprising:
 - querying the purchaser on whether the interactive device needs to be upgraded; receiving information about a development level of the interactive device;
 - receiving information selected by the purchaser on the desired development level of the interactive device;
 - determining a degree of maturity of the interactive device from the received information;and
 - selecting an upgraded control module for the interactive device based on the determined degree of maturity.
3. (previously withdrawn) The method of claim 1, wherein the preference profile information includes at least one of purchaser gender, date of birth, blood type, favorite animal.
4. (previously withdrawn) The method of claim 1, wherein the character pattern for the interactive device comprises at least one of a talented type, an educational type, an artistic type, a sociable type, an athletic type, a security type, and a battle type.

5. (currently amended) A method for managing an interactive device using a web server, the method comprising:

incorporating training into the interactive device to generate learned content,
in response to user-input to the interactive device during a predetermined time period; and
uploading the learned content to the web server after the predetermined time period;
selecting a fully grown wherein a first model of the interactive device is selected based
on the uploaded learned content;
determining wherein a maturity level of the interactive device is determined by
comparing the uploaded learned content against the fully grown model information stored in a
database that comprises data related to maturity of the interactive device; and
~~—determining an upgraded control module for the interactive device based on the maturity~~
~~level.~~

6. (previously amended) The method of claim 5, wherein the fully grown model of the interactive device ~~comprises at least one of the group consisting of~~ is selected from a group consisting of:

a talented type device;
an artistic type device;
a sociable type device;
an athletic type device;
a security type device;
an educational type device; and
a battle type device.

7. (withdrawn) The method of claim 5, wherein the maturity level of the interactive device is determined by comparing the uploaded learned content of the interactive device against the fully grown model at different levels of development.

8. (currently amended) The method of claim 5, ~~wherein the determining of the maturity level of the interactive device by comparing the uploaded learned content against the fully grown model includes comparing the uploaded learned content against the fully grown model in terms~~

~~of at- wherein data related to maturity of the interactive device comprises at least one of a-use~~
time of the interactive device, ~~a-number of recharges, a-number of tactile sensor reactions, and a~~
number of voice recognitions.

9. (cancel)

10. (currently amended) The method of claim 5, wherein ~~the step of determining the~~
~~upgraded control module further comprises providing a character database table including~~
~~information on the fully grown models of the interactive device~~ a control module is provided to a
user in response to determining the maturity level of the interactive device to allow the user to
further input information to the interactive device to incorporate training into the interactive
device.

11. (currently amended) The method of claim ~~5~~10, wherein ~~the step of determining the~~
~~upgraded control module further comprises providing a composite database table~~allows the user
to store at least one of an identification number, a purchase date, a name given by the purchaser
to the interactive device, a growth model of the interactive device desired by the purchaser, a
current growth state of the interactive device, a maturity level ~~degree~~ checking table, and a user
comparison table in a database.

12. (currently amended) The method of claim 11, wherein ~~the step of determining the~~
~~upgraded control module further comprises providing a growth database table~~further allows the
user to classify the control module for the interactive device according to a level of development
of interactive device and ~~providing an upgraded control module corresponding to the level of~~
~~development of the interactive device according to the maturity level checking table of the~~
~~composite database.~~

13. (currently amended) The method of claim 5, wherein ~~the step of determining the~~
~~upgraded control module further comprises providing a user group database table~~allows the user
to manage at least one of a gathering of users in an Internet-based ~~cyber~~a virtual space, a user
board, frequently asked questions and a sub-group gathering of users categorized by the

development of the interactive device.

14. (currently amended) The method of claim 5, ~~further comprises: providing an event where purchasers who obtained the upgraded control module place respective interactive devices in a contest categorized by fully grown models~~wherein the control module allows the user to enter into an interactive contest based on the maturity level of the interactive device.

15. (cancel)

16. (previously withdrawn) A system for purchasing and customizing an interactive device using a web server, wherein the interactive device has the ability to learn and advance in levels of development, wherein the web server comprises:

means for inquiring a purchaser for preference profile information; means for receiving a response to the preference inquiry;

means for determining an initial character pattern for the interactive device based on the received response from the purchaser; and

means for selecting a control module corresponding to the determined character pattern for the interactive device.

17. (previously withdrawn) The system according to claim 16, wherein the web server further comprises:

means for querying the purchaser on whether the interactive device needs to be upgraded;

means for receiving information about a development level of the interactive device;

means for receiving information selected by the purchaser on the desired development level of the interactive device;

means for determining a degree of maturity of the interactive device from the received information; and

means for selecting an upgraded control module for the interactive device based on the determined degree of maturity.

18. (previously withdrawn) A system for purchasing and managing an interactive device using a communication medium, the system comprising:

a web server for providing a profile data having information for surveying and analyzing preferences of a purchaser, generating data for fabricating the interactive device suiting a purchaser tastes according to the information described in the profile data, processing an order content of the purchaser in case the purchaser desires to purchase the device directly without utilizing the psychology and taste analysis, determining a degree of maturity of the device according to the learned content and the fully grown model of the device at a certain step of development as inputted by the purchaser, and providing an upgraded control module for the interactive device;

a personal computer for downloading a profile form through the Internet, providing the profile form to the purchaser, inputting a response of the purchaser to the profile form, downloading the learned content from the interactive device through a communication unit after a predetermined learning period elapses and inputting the learned content to the web server; and

a device for receiving fabrication data generated in the web server and the upgraded control module through the personal computer.

19. (previously withdrawn) The system of claim 18, wherein the communication unit is at least one of a serial port, a parallel port, and a USB.

20. (previously withdrawn) The system of claim 18, wherein the web server makes a user comparison table which compares the number of users of the interactive devices by development steps and provides a survey result through the communication medium to each purchaser, so that the purchaser is aware of standing of the interactive device.

21. (previously withdrawn) The system of claim 18, wherein the web server provides the purchaser with a development step table which represents functions according to each development step by growth types of the interactive device, and a list of software and hardware suitable to the development step of the interactive device.

22. (previously withdrawn) A system for purchasing an interactive device using a web server, the system comprising:

a personal computer for communicating between a purchaser and the web server; the web server for sending and receiving a profile form for the purchaser to survey and analyze the tastes of the purchaser, determining a character pattern of the interactive device to be sold based on the received profile form, and providing a customized control module corresponding to the character pattern; and

the interactive device having the character pattern suitable to the preferences of the purchaser as established by the customized control module.

23. (previously withdrawn) The system of claim 22, wherein the web server further comprises:

an HTTP server for providing a profile form to the purchaser and receiving the corresponding response result; a user analyzing unit for analyzing the response result of the purchaser and outputting an analysis result; and

a device character determining unit for receiving the analysis result and selecting a character of the device from a stored set of characters.

24. (previously withdrawn) The system of claim 22, wherein the interactive device further comprises:

a controller for running an upgraded control software, and

a hardware installation unit at which supplementary hardware can be added to perform an improved function.

25. (previously withdrawn) A system for managing an interactive device comprising:

the interactive device responsive to voice commands at a level corresponding to a training level and formulating a learned content;

a personal computer for receiving the learned content from the interactive device and outputting the learned content; and

a web server for receiving the learned content and processing a fully grown model of the interactive device and an identification number from the personal computer and further

determining a maturity level with a corresponding weight function, and for providing a user comparison table and a development step table according to the maturity level in order to provide an upgraded control module to the interactive device.

26. (previously withdrawn) The system of claim 25, wherein the web server further comprises means to hold various events and contests for the interactive device to allow relative evaluation of the interactive device with other similar interactive devices.

27. (previously withdrawn) The system of claim 25, wherein the web server provides image characters to each interactive device by growth types and development steps, assigns an identification number to the interactive device, and displays a contest scene on the personal computer through the Internet.

28. (previously withdrawn) A system for exchanging information over a communication medium, the system comprising:

- a first processor having a server for providing a control module used for remote processing, wherein the control module is selectively chosen;

- a second processor linked to the first processor through the communication medium to exchange data with the first processor; an interactive device having at least a processor and a memory and adapted to communicate with the first processor, wherein the interactive device includes a sensor for collecting data and formulating a learned module, the interactive device receiving the control module from the first processor and sending the learned module to the first processor, and wherein the control module from the first processor is selectively chosen in response to the learned module; and

- a communication link for linking the interactive device to the second processor, wherein the control module includes an executable program for sensory functions to be performed by the interactive device.

29. (previously withdrawn) The system of claim 28, wherein the interactive device performs physical motor functions in response to the control module received from the first processor.

30. (previously withdrawn) The system of claim 29, wherein the learned module is responsive to an operation duration of the interactive device.

31. (previously withdrawn) The system of claim 30, wherein an updated control module is selected in the first processor in response to the learned module to allow the interactive device to perform more advanced functions.

32. (previously withdrawn) An interactive device for use with a first processor having a server for providing a control module used for remote processing, wherein the control module is selectively chosen;

a second processor linked to the first processor through Internet to exchange data with the first processor, the interactive device comprising: a processor for receiving and executing the control module;

a memory for storing data; a communication port adapted to communicate with the second processor; a sensor for collecting data and outputting to the processor, wherein the processor compiles a learned module based on sensory data and communicates to the first processor to receive an updated control module in response to the learned module.

33. (previously withdrawn) The interactive device of claim 32, further comprising a motor controller for controlling movement of the interactive device in response to the control module received from the first processor.

34. (cancel)